LEAPSTER™

MULTIMEDIA LEARNING SYSTEM

4-8 YEARS

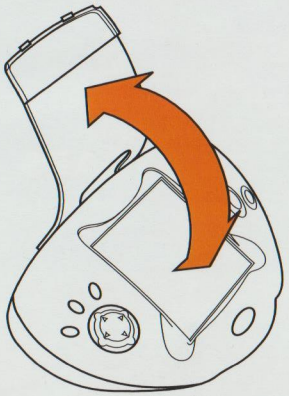
PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO THE LEAPSTER™ MULTIMEDIA LEARNING SYSTEM!

This new electronic handheld platform combines the very best in learning and play. The Leapster Multimedia Learning System teaches essential reading, math and critical thinking skills through animated games and activities that your child will want to play again and again.



Securing the Flip-Back Cover

1. Flip back the screen cover
2. Secure cover to the back of the Leapster handheld as shown.

Getting Started

1

1. Insert the cartridge with the label side facing front.
2. Press the On/Off button to begin.

Sign In

2

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player and replace with a new one, touch the "x" button on the screen.

Game Selection Screen

3

The Leapster™ handheld comes with 6 action-packed learning games. Touch a game icon with the stylus to start the game. Players can also use the directional arrows to scroll through and highlight games, then press the large blue button to start the game.

To turn off the background music, touch the music note tab. Select "music on" or "music off" then "OK" to confirm. This setting will return to "music on" each time the unit is powered on.

Learning For All Levels

Games that teach reading and math skills advance through three levels of difficulty, adjusting the challenge from preschool through first grade. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. Players can select or change difficulty levels at the start of each game or after each game round.

4

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THE LEAPSTER™ ADVANTAGE

Introduction

The Leapster™ Multimedia Learning System combines learning skills for preschool through first grade with the best of animated game play. Children become so engaged in the games that they want to play them again and again.

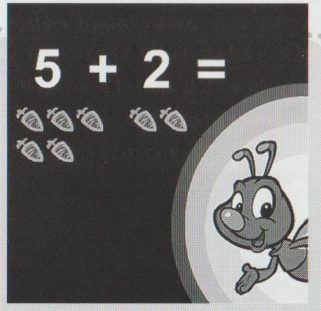
Best of all, with the Leapster Multimedia Learning System, children can learn anytime, anywhere—in the car or in the kitchen, before school or just before bedtime. The Leapster handheld literally puts learning in the palm of children's hands.

A Multisensory Approach to Learning

The Leapster Multimedia Learning System pioneers a new way for children to learn—through an animated, multisensory learning environment.

- Animated routines *visually* model the skills and concepts being taught. Correct answers are greeted by rewards, while wrong answers are met by animations that guide players toward the right answer. When needed, the game play will slow down to allow children more time to comprehend the skill or concept.
- The *audio* component provides additional support as players listen to the sounds associated with visual items. Spoken directions help guide the game play and audio hints help players better understand the concept or the skill.
- *Manipulating* the game inputs, the stylus (used to select and drag items) and the directional arrow keys (to move characters around the screen), not only facilitate game play but also help refine fine motor skills, such as eye-hand coordination.

How a Tutorial Works

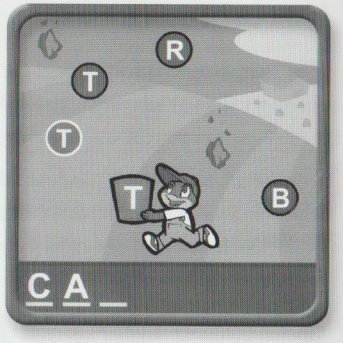


The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts.

A tutorial is activated when the player presses the *Hint* button or selects several incorrect answers. For example, at the third level of the Rabbit River game, if a player has solved the math equation incorrectly several times in a row, Edison will visually show the equation, then prompt the child to count both groups of carrots to determine the total. Edison will prompt the player to try again. If the player succeeds, then game play continues. If not, then another tutorial is provided.

Catcher Fields

HOW TO PLAY



It's harvest time! Leap drives the harvesting machine, while Tad follows with his bucket in hand. Players use the arrow keys to move Tad back and forth across the bottom of the screen. The object of the game is to help Tad catch the letters that are thrown from the harvester. **Scoring:** Players are scored for every correct letter that is caught. Game play includes opportunities for bonus points.

WHAT'S BEING TAUGHT?

Letters and Sounds: Learning the letters of the alphabet—what they look like and what sounds they represent, as well as their order in the alphabet.

Level 1: Players must recognize capital and lowercase letters, identify letters by name and match letters to their sounds.

Level 2: Players must distinguish capital from lowercase letters and distinguish letters from numbers.

Level 3: Players test their knowledge of alphabetical order. In this level, they also spell one-syllable words of 3 to 5 letters each. Players also must recognize letters in words, listen for beginning and ending sounds and isolate sounds in one-syllable words.

WHY IS THAT IMPORTANT?

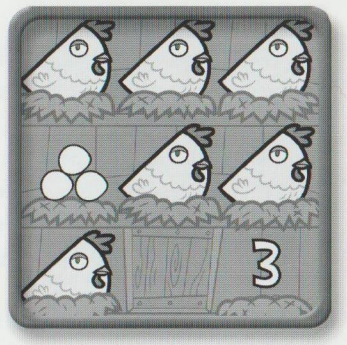
Once children can connect printed letters to the sounds they make, they can begin to "sound out" words to read and spell them. The order of sounds and letters in words is another key to reading and spelling. To read, we blend sounds together. To spell, we break down words into their sounds.

Try This at Home:

- Say a letter name or letter sound, and have your child find it in a set of magnetic letters or alphabet noodles.
- Build word families by changing the first letter or sound in a word, using magnetic letters or letter cards. For example, Ben, den, hen, men, pen, ten, when.

The Chicken Coop

HOW TO PLAY



In this memory game, players make matches to clear the chicken coop. Touch a chicken and it flies off to reveal what is underneath—a letter, a number, a color or a shape. Touch a second chicken to make a match. If it is a match, items clear from the screen. If not, the chickens return to their roost. **Scoring:** Players are scored based on how quickly they have cleared the coop.

WHAT'S BEING TAUGHT?

Visual Memory: Learning to recognize and remember complex sets of colors, shapes, numbers and letters.

Spatial Relationships: Understanding the position of objects in relation to one another.

Level 1: Players match colors, shapes, numbers (1-10) and letters; numbers to quantities; and letters to their sounds.

Level 2: Players match combinations of colors and shapes; numbers (10-50); capital to lowercase letters; and sounds.

Level 3: Players match musical instruments to their sounds; animals to their sounds; initial letters and sounds to words; rhyming words; and opposites.

WHY IS THAT IMPORTANT?

For most of their school lives, children are asked to use their memory skills. In reading and spelling, children are first called upon to memorize words that cannot be "sounded out." Words, such as, *was, does* and *said,* appear in print so often that instant recognition of them becomes a factor in reading fluency.

Try This at Home:

- Place five objects on a tray and have your child identify each one. Ask your child to close his or her eyes for 10 seconds, while you remove one of the objects. Then, have your child name the missing object. To increase the challenge, add more objects to the tray and/or remove more objects from the tray in each round of play.

Rabbit River

How to Play

The rabbits want to cross the river to eat Leap's harvest of vegetables. Players use arrow keys to help the rabbits hop onto logs with letters, shapes, numbers and mathematical equations! The object of the game is to get all the rabbits across the river by responding to the questions. **Scoring:** Players are scored for landing on bonus carrots.

What's Being Taught?

Numeration: Recognizing numerals, and making the connection between numerals and their value, comparing and ordering numbers, counting, recognizing basic math operations and their functions, and solving math equations.

Level 1: Players identify numbers and distinguish numerals from letters and shapes; count in sequence from 1-10.

Level 2: Players count in sequence from 1 to 99; skip count by 2s, 5s, and 10s; and count backward from 10.

Level 3: Players identify addition and subtraction symbols, and use them to create and solve addition and subtraction problems.

Why Is That Important?

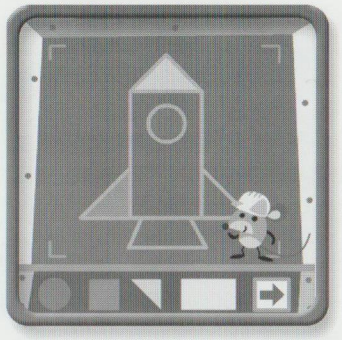
It may take some time for children to understand that numbers are symbols for amounts. Once they do, they can begin to compare and order numbers. Sequential counting further reinforces the progression of numbers from fewer to more, while skip counting helps children recognize number patterns, a prerequisite to all future work in mathematics.

Try This at Home:

- Look for numbers everywhere you go: on buildings and street signs, or at the grocery store. Ask your child to identify the numbers in his or her age, address and telephone number.
- Use snacks, such as nuts or raisins, to practice counting and adding and subtracting from 1 to 10, or skip counting by 2s, 5s, and 10s to 50.

The Shape Shop

How to Play



Lily's helping the mice on the farm by building things for them—she's even got the blueprints to prove it! Players use the stylus and drag shapes to build objects from Lily's blueprints. Once each object is built, it comes to life. **Scoring:** Players are scored for every three items they build.

What's Being Taught?

Shapes/Parts of a Whole: Learning about shapes and the relationship of parts to a whole, by completing puzzles of increasing complexity.

Level 1: Players match basic shapes to their outlines to fill an area.

Level 2: Players build objects, using their memory to recall the shapes that make up the whole item.

Level 3: Players build objects based on outside outlines only, and then predict the figure that will be formed by combining several shapes.

Free Play: Combining basic shapes to build original pictures.

Visual Discrimination: Noting similarities and differences among shapes.

Spatial Relationships: Understanding the position of objects in relation to one another.

Why Is That Important?

The ability to recognize shapes is important to many areas of math. For example, shapes are a quick and easy way to help your child practice categorizing objects by their attributes. A pizza is a circle; it has round, curved lines. A napkin is square; it has four straight lines that meet in corners. Seeing "parts of a whole" is a similarly important skill. Can your child break down a word into its letters? Does he or she notice details on a map, or elements of a math equation?

Try This at Home:

- Make shape cookies. Help your child roll out cookie dough and cut out different shapes of different sizes. Ask your child to place the shapes together to make another object. Bake the dough into a very special cookie that you and your child can decorate.

THE COLOR CORRAL

HOW TO PLAY

It's time for players to create their own farm—paint, draw, add stamps and even weather effects.

Touch to select a background, including a blank canvas.

Touch to add atmospheric options—day and night, snow and rain.

Add stamps to your pictures. Many animate!

Touch to select a paintbrush, a paint bucket, a crayon and an eraser.

Touch to select a color or pattern.

Touch to undo your last action.

WHAT'S BEING TAUGHT?

Creativity: Players use their imagination and explore new ways of seeing things. They can create a farm scene with a polka-dot barn and plaid grass. With so many options (and none of them wrong!), your child is free to explore.

Science and Nature: Players can put animals in their natural habitats: on the farm, in the meadow and on the pond. By adding weather and time of day to their scenes, players can also consider the effects of atmosphere on the environment.

WHY IS THAT IMPORTANT?

Imagination and creativity are important qualities that can be encouraged and enhanced during early childhood. By allowing your child to put "a round peg in a square hole," he or she is given "permission" to investigate all sorts of possibilities and even develop creative problem-solving strategies.

Try This at Home:

- Make a mural of another habitat: the ocean, the rainforest, the North or South Pole. Explore the real-life plants and animals that live there, as well as the climate in each place.

MUSICAL MEADOW

HOW TO PLAY

Those birds sure can sing—classical, country, jazz, blues, rock, reggae and more! Players use the seeds they have collected while playing other games to feed the birds and listen to them sing. Depending upon the number of seeds players put in the feeder, different birds will appear. Each bird band, or combination of birds, will sing a different tune. Players can modify the sounds that the birds make by tapping on a bird to replace it with another one.

WHAT'S BEING TAUGHT?

Musical Styles and Rhythms: Players are introduced to a variety of musical styles, including classical, country, jazz, blues, rock, reggae, Latin and Cajun.

Musical Instruments: Players are introduced to the cello, the electric guitar, trumpet, harmonica, marimba, accordion and banjo.

WHY IS THAT IMPORTANT?

All children respond to music and will participate actively in music if given the chance—whether chanting nursery rhymes, singing songs, moving in time to the music, or playing a musical instrument. Exposure to different kinds of rhythms and styles—and musical instruments—helps children develop a keen ear as well as greater discretion for the kinds of music and sounds they find pleasing. In addition, different musical styles are a fun way to introduce different cultures and regions of our world.

Try This at Home:

- Make a game of listening for something specific in a musical piece. For example, play a recording of "Peter and the Wolf" and help your child identify each character by the instrument being played.
- Sing along with your child. Long car rides offer great opportunities for singing songs your child learned in school, heard on the radio, or picked up from other family members.
- Encourage your child to use his or her whole body to move to music—tiptoe to a lullaby, or march to a marching song.

Touch Screen Calibration

If the Leapster™ handheld determines that it needs to be recalibrated, it will automatically launch a calibration movie when the unit is powered on. This calibration sequence will ask you to touch several specific points on the screen to realign the touch surface.

You can manually launch the calibration movie by powering the unit on and simultaneously pressing the little blue button, hint button and pause button when you see the sign-in screen.

Care and Maintenance:

- Keep product away from foods and beverages.
- Clean with a slightly damp cloth (cold water).
- Do not use soap or detergent.
- Never submerge the product in water.
- Remove batteries during prolonged storage.
- Avoid exposing product to extreme temperatures.

Battery Information:

Requires 4 AA (called LR6 in some countries) alkaline batteries, not included.

Battery Safety:

Batteries are small objects. Replacement of batteries must be done by adults.

Follow the polarity (+/-) diagram in the battery compartment.

Promptly remove dead batteries from the toy.

Dispose of used batteries properly.

Only batteries of the same or equivalent type as recommended are to be used.

DO NOT incinerate used batteries.

DO NOT dispose of batteries in fire, as batteries may explode or leak.

DO NOT mix old and new batteries or types of batteries (i.e. alkaline/standard).

DO NOT recharge non-rechargeable batteries.

DO NOT short-circuit the supply terminals.

Battery Installation:

1. Requires 4 AA (called LR6 in some countries) alkaline batteries.
2. Open the battery door with a screwdriver.
3. Install new batteries as shown in the polarity diagram (+/-) inside the battery compartment.
4. Replace battery door securely.

TROUBLESHOOTING	
Symptom:	**Try This:**
Toy does not turn on or does not respond	• Make sure batteries are correctly installed • Make sure battery cover is securely attached • Remove batteries and put them back in • Clean battery contacts with rubbing alcohol • Install new batteries
Toy makes strange sounds or behaves erratically	• Install new batteries • Clean battery contacts with rubbing alcohol
Toy makes improper responses	• Install new batteries • Clean battery contacts with rubbing alcohol
Display stops working	• Adjust brightness/contrast controls • Install new batteries

U.S. Consumer Service Contact:

Please visit our U.S./Canada Consumer Support Web site at http://www.leapfrog.com/support, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Friday, 5:00 AM to 7:00 PM and Saturday 7:00 AM to 4:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at http://leapfroguk.custhelp.com, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Tel: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warning: This unit may function incorrectly if subjected to radio-frequency interference. To resume normal operation, the source of RFI must be removed, and it may be necessary to turn the power off the back on or to remove and reinstall the batteries.

Warning: This unit may temporarily cease to function if subjected to electrostatic disturbance. To resume normal operation, it may be necessary to turn the power off and back on or to remove and re-install the batteries.

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note:

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

1) This device may not cause harmful interference, and

2) This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. Because this toy generates, uses, and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:

- Reorient or relocate the receiving antenna
- Increase the separation between the toy and the radio or the TV
- Consult the dealer or an experienced TV-radio technician for help

Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

During the warranty period, your product will either be repaired or replaced at LeapFrog's option, when returned, shipping prepaid and with proof of purchase date as instructed by a LeapFrog service representative. In the event that your product is replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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Visit our fun-filled Web site at: **www.leapfrog.com**

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For ages 4-8 years

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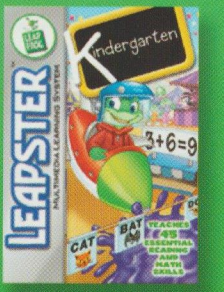
CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING LIBRARY!

LEAPSTER™ KINDERGARTEN

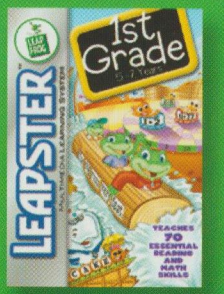


Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach him a silly dance so he can take the stage!

Teaches 45 essential reading and math skills:

- Phonics
- Rhyming
- Math terms
- Upper/lowercase letters
- Numbers & counting
- Logic

LEAPSTER™ FIRST GRADE



Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential 1st Grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack! Solve math equations, spell or build words, construct sentences, and practice basic geometry and fractions.

Teaches 60 essential reading and math skills:

- Spelling
- Addition & subtraction
- Reading
- Classifying
- Sentence structure
- Critical thinking

More titles coming in 2004!

Educational Skills Summary

The games included with the Leapster™ Multimedia Learning System help teach over 60 skills in the areas of reading, language arts, mathematics, science and social studies. These skills are derived from LeapFrog's guideline of approximately 1,200 skills that are aligned with key state standards, and that identify what teachers are expected to teach and what students are expected to learn at each given grade.

READING

MATHEMATICS

OTHER SKILLS

| | Understand question words | Distinguish letters from numbers | Name letters | Match letters to their regular sounds | Recognize and name uppercase letters | Recognize and name lowercase letters | Differentiate upper and lowercase letters | Match upper and lowercase letters | Identify antonyms | Identify rhyming words | Differentiate beginning sounds | Differentiate ending sounds | Recognize letters in words | Identify the initial sounds in a picture prompt | Segment one-syllable spoken words into individual phonemes | Recognize regular consonant sounds | Recognize regular vowel sounds | Know the order of the alphabet | Note initial letter in common [illegible] | Spell words | Predict events and outcomes | Match like objects | Note similarities and differences between objects and groups | Identify matching groups of objects | Recognize numerals | Count to 10 | Count up to 5 objects | Recognize groups of up to 5 objects without counting | Understand concept of zero | Match basic shapes | Use numbers to indicate quantity | Differentiate parts from whole objects | Identify basic shapes | Complete puzzles of increasing complexity | Cover an area with shapes | Compare and order whole numbers (0-50) | Count to 99 | Count forward and backward | Skip count by twos, fives and tens | Use logical reasoning | Understand function of addition and subtraction symbols | Model addition | Model subtraction | Add math facts (to sum of 18) | Add zero to one-digit number | Add one- and two-digit numbers without regrouping | Subtract math facts (to 18) | Subtract one from two-digit numbers without regrouping | Subtract zero from a number, including 10 | Solve addition problems to 10 | Solve subtraction problems to 10 | Predict figure formed by joining two or more shapes | Combine, subdivide and transform shapes to make a new shape | Utilize memory and concentration skills | Recognize various types of weather | Recognize objects in the sky such as sun, moon, stars | Understand cause-and-effect relationships | Explore music and creativity | Kinesthetic awareness |
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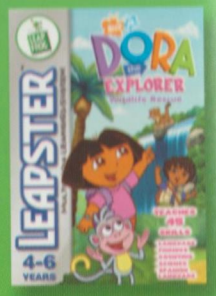
CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING LIBRARY!

LEAPSTER™ DORA THE EXPLORER



¡Hola! Dora and Boots are helping rescue animals, and they need your help! You can choose from 5 learning games and 3 interactive storylines that teach essential pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

© 2003 Viacom International Inc.

Teaches more than 45 skills:

- Letters & phonics
- Counting & patterns
- Science concepts
- Spanish language
- Critical thinking

LEAPSTER™ SPONGEBOB SQUAREPANTS

A new restaurant in Bikini Bottom means competition for the Krusty Krab. SpongeBob has an idea to save the day—he'll make a new, improved Krabby Patty sauce that will win back customers! Play 5 action-packed learning games as you help SpongeBob collect ingredients, create the sauce, and test it on Patrick!

© 2003 Viacom International Inc.
Created by Stephen Hillenburg

Teaches more than 45 skills:

- Phonics
- Spelling
- Consonant blends & digraphs
- Money concepts
- Science
- Addition & subtraction

More titles coming in 2004!

CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING LIBRARY!

LEAPSTER™ KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 fun-filled learning games that teach 45 essential kindergarten reading and math skills. Play learning games and you can earn tickets to buy monster parts. Then build a complete monster and teach him a silly dance so he can take the stage!

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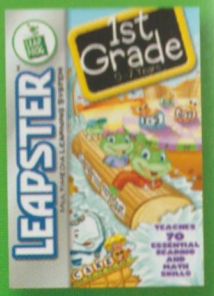
- Logic

LEAPSTER™ FIRST GRADE



Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 action-packed learning games that teach 60 essential 1st Grade reading and math skills! Play learning games, and you can earn tokens to race cars at the grand opening of the RC Racetrack! Solve math equations, spell or build words, construct sentences, and practice basic geometry and fractions.

Teaches 60 essential reading and math skills:

- Spelling
- Addition & subtraction
- Reading
- Classifying
- Sentence structure
- Critical thinking

More titles coming in 2004!

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play!

It's easy! Just insert the included rechargeable battery pack, and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Correction to the Touch Screen Calibration Instructions

Please note the following correction to the Touch Screen Calibration instructions on page 10 of the Leapster parent guide.

Touch Screen Calibration
Your Leapster handheld touch screen has already been calibrated for your use, but if you should see either example below, you may adjust this calibration yourself.

- Lines drawn with the pen appear to be offset from the location of the pen tip

  Or

- Objects you are trying to select are not being chosen.

Should this happen, follow these steps to calibrate the touch screen on your Leapster handheld:

1) Insert the cartridge that came with your Leapster handheld ("Learning with Leap")
2) Press the power button to turn on your system,
3) While on the "sign-in screen", press these buttons all at the same time:
   - the "B" button,
   - the "Hint" button, and
   - the "Home" button
4) You'll see a message that says "Press the Big Blue Button to begin"
5) Follow the on-screen instructions.

Part #615-10008